WHAT IS CLAIMED:

1. A method for mapping network attacks onto a strategy game, said method comprising:

receiving, by a transformer, at least one log file, generated by network security monitoring tools; and

transforming, by said transformer, said at least one log file into a set of characters with associated action inputs, wherein each of said characters is associated with an action input.

2. The method according to claim 1, wherein said network security monitoring tools include off-the-shelf network security monitoring tools.

3. The method according to claim 1, wherein said at least one log file includes different types of vendor-specific log files, generated by corresponding vendor-specific network security monitoring tools.

4. The method according to claim 1, further comprising:

converting, using at least one log file transformer agent, said at least one log file into zero or more event representations; and

mapping, by a security event transformer agent, said zero or more event representations to said set of characters and said associated action inputs.

5. The method according to claim 4, wherein said event representations include a vendor-independent representation.

6. The method according to claim 4, wherein each of said log file transfomer agents corresponds to one of said network security monitoring tools and converts a type of log file generated by said one of said network security monitoring tools to said event representation.

7. The method according to claim 4, wherein said converting comprises:

analyzing each of said at least one log file generated by one of said network security monitoring tools;

detecting zero or more events based on the result from said analyzing; and

generating said zero or more event representations for said zero or more events.

8. The method according to claim 4, wherein said mapping comprises:

processing said one or more event representations;

selecting a character for each of said event representations;

determining an action input associated with each of said characters, selected by said selecting, based on said each of said event representations; and

storing said character and said associated action input in a format as a game session.

9. The method according to claim 8, wherein said format includes a saved session format of a strategy game.

10. The method according to claim 1, further comprising:

rendering said set of characters and said associated action inputs in the form of a strategy game; and

displaying a result of said rendering on a screen of a display unit.

11. A transformer for mapping network attacks onto a strategy game, said transformer comprising:

a receiver configured to receive at least one log file generated by network security monitoring tools; and

a transformer agent configured to transform said at least one log file into a set of characters with associated action inputs, wherein each of said characters is associated with an action input.

12. The transformer according to claim 11, wherein said network security monitoring tools include off-the-shelf network security monitoring tools.

13. The transformer according to claim 11, wherein said at least one log file includes different types of vendor-specific log files, generated by corresponding vendor-specific network security monitoring tools.

14. The transformer of claim 11, wherein said transformer agent comprises:

at least one log file transformer agent configured to convert said at least one log file into zero or more event representations; and

a security event transformer agent configured to map said zero or more event representations to said set of characters and said associated action inputs.

15. The transformer according to claim 14, wherein said event representations include a vendor-independent representation.

16. The transformer according to claim 14, wherein each of said log file transformer agents corresponds to one of said network security monitoring tools and converts a type of log file generated by said one of said network security monitoring tools to said event representation.

17. The transformer according to claim 14, wherein said at least one log file transformer agent analyzes each of said at least one log file generated by one of said network security monitoring tools, detects zero or more events based on the result from said analyzing, and generates said zero or more event representations for said zero or more events.

18. The transformer according to claim 14, wherein said security event transformer agent processes said one or more event representations, selects a character for each of said event representations, determines an action input associated with each of said

characters, and stores said character and said associated action input in a format as a game session.

19. The transformer according to claim 18, wherein said format includes a saved session format of a strategy game.

20. A system for mapping network attacks onto a strategy game, said system comprising:

a transformer configured to receive at least one log file generated by network security monitoring tools, and to transform said at least one log file into a set of characters with associated action inputs, wherein each of said characters is associated with an action input; and

a strategy game rendering mechanism, said rendering mechanism configured to render said set of characters and said associated action inputs in the form of a strategy game.

21. The system according to claim 20, further comprising a display unit coupled to said strategy game rendering mechanism, said display unit having a screen configured to display said strategy game.

22. A computer-readable medium encoded with a plurality of processor-executable instructions for:

receiving, by a transformer, at least one log file, generated by network security monitoring tools; and

transforming, by said transformer, said at least one log file into a set of characters with associated action inputs, wherein each of said characters is associated with an action input.

23. The computer-readable medium according to claim 22, wherein said network security monitoring tools include off-the-shelf network security monitoring tools.

24. The computer-readable medium according to claim 22, wherein said at least one log file includes different types of vendor-specific log files, generated by corresponding vendor-specific network security monitoring tools.

25. The computer-readable medium according to claim 22, further comprising processor-executable instructions for:

converting, using at least one log file transformer agent, said at least one log file into zero or more event representations; and

mapping, by a security event transformer agent, said zero or more event representations to said set of characters and said associated action inputs.

26. The computer-readable medium according to claim 25, wherein said event representations include a vendor-independent representation.

27. The computer-readable medium according to claim 25, wherein each of said log file transformer agents corresponds to one of said network security monitoring tools and converts a type of log file generated by said one of said network security monitoring tools to said event representation.

28. The computer-readable medium according to claim 25, wherein said converting comprises:

analyzing each of said at least one log file generated by one of said network security monitoring tools;

detecting zero or more events based on the result from said analyzing; and

generating said zero or more event representations for said zero or more events.

29. The computer-readable medium according to claim 25, wherein said mapping comprises:

processing said one or more event representations;

selecting a character for each of said event representations;

determining an action input associated with each of said characters, selected by said selecting, based on said each of said event representations; and

storing said character and said associated action input in a format as a game session.

30. The computer-readable medium according to claim 29, wherein said format includes a saved session format of a strategy game.